



# OWNERS AND SERVICE MANUAL

## INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.

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# INTRODUCTION

## DESCRIPTION

Thank you for purchasing I.C.E. Games newest ticket dispensing game, **LINE DRIVE™**.

**LINE DRIVE™** is a fun and challenging game of skill, which is simple to play and exciting for everyone who plays it. It has a simplistic design, using a single pushbutton to “swing” the bat at a pitched ball.

## GAME FEATURES

Vocal cues from the “announcer” help introduce the novice to the game.

“Announcer” lets player know what bonus or reward has been given.

Easy-to-understand playfield and game graphics.

## GAME PLAY

Player drops coins into acceptor to start game.

Game “announcer” cues the player that the pitch is coming, flashing lamps for the “Here Comes the Pitch” sign (at the top of the playfield) and the “Swing” button (at the bottom of the playfield).

The game ball is then delivered into play at the top ball scoop toward the player’s bat.

Player has one chance to push the “Swing” button to hit the ball into play.

Missing the ball will cause the “announcer to say “Strike one (two, or three)”. Baseball rules apply. Three strikes, you’re out, three outs, game over.

Getting a “hit” (hitting any of the targets at the top of the playfield or hitting the ball back down the ball scoop) will award the appropriate “base” by moving the lit lamps on the playfield to the correct location (s), adding tickets won to the total in the display, clearing any accumulated strikes for that out, and going on to the next pitch. If a run is scored, the tickets accumulated and the “Run batted in” ticket(s) are awarded and the game is over.

Player will continue to “bat” until he either scores a run or strikes out three times. A “mercy” ticket award may be given if the player does not score any runs or hit any targets.

# SET-UP / TESTING

## SAFETY PRECAUTIONS

**IMPORTANT:** FAILURE TO FOLLOW THESE DIRECTIONS CLOSLY COULD CAUSE SERIOUS DAMAGE TO YOUR GAME.

**WARNING:** WHEN INSTALLING THIS GAME, A 3 PRONG GROUNDED RECEPTACLE MUST BE USED. FAILURE TO DO SO COULD RESULT IN SERIOUS INJURY TO YOURSELF OR OTHERS. FAILURE TO USE A GROUNDED RECPTACLE COULD ALSO CAUSE IMPROPER GAME OPERATION, OR DAMAGE TO THE ELECTRONICS.

DO NOT DEFEAT OF REMOVE THE GROUNDING PRONG ON THE POWER CORD FOR THE SAME REASONS AS GIVEN ABOVE. USING AN IMPROPERLY GROUNDED GAME COULD VOID YOUR WARRANTY.

PAY SPECIAL ATTENTION TO THE SET UP SECTION BELOW, REGARDING THE VOLTAGE SETTINGS.

## GAME SET-UP

BEFORE PLUGGING THE GAME IN, OR TURNING IT ON, BE SURE THE GAME HAS BEEN SET TO THE PROPER VOLTAGE. YOUR GAME SHOULD COME PRE-SET FROM THE FACTORY WITH THE CORRECT VOLTAGE. HOWEVER IT IS A GOOD IDEA TO CHECK THE A.C. WALL RECEPTACLE VOLTAGE BEFORE PLUGGING THE GAME IN.

The Game comes with 4 available voltage settings as described below. These settings Should be used to provide power in the correct range to the game without over or under powering it.

POWER RANGE	VOLTAGE SETTING
90 – 110 V.A.C.	110
110 – 130 V.A.C.	120
200 – 220 V.A.C.	220
220 – 240 V.A.C.	240

The game uses a POWER MODULE to handle all of the power distribution chores on the game. It incorporates an ON-OFF switch, primary A.C. game fusing, and power switching capabilities, for using the game with a wide variety of A.C. voltages by re-strapping the main transformer.

## A.C. LINE VOLTAGE ADJUSTMENT

To adjust the game for a different A.C. voltage:

1. Unplug the game from the outlet
2. Disconnect the power cord from the power module.
3. Using a small flat blade screwdriver, pry the fuse holder from the power module.
4. Notice a small window on the fuse holder with an arrow that points to the voltage the game is presently set alt.
5. Using the small flat blade screwdriver, lift the retaining tab that holds the voltage selector in the fuse holder.
6. Rotate the voltage selector until the voltage you want is displayed in the voltage select window.
7. Push the voltage selector back into the fuse holder until it snaps into place. NOTE: Do not force the selector into the fuse holder. If it does not go in easily, it is not being installed correctly.
8. Snap the fuse holder assembly back into the power module.
9. Plug the power cord back into the receptacle in the power module, and into the wall outlet.

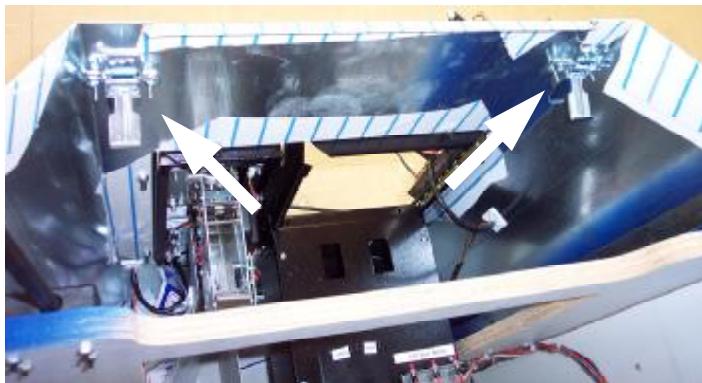
NOTE: WHEN CHANGING FROM 110-120 TO 220-240, LOWER THE MAIN FUSE VALUE BY  $\frac{1}{2}$ .

WHEN CHANGING FROM 220-240 TO 110-120, DOUBLE THE MAIN FUSE VALUE.

# SET-UP / TESTING

## SET-UP

1. Locate the game to its permanent location.
2. Be sure the game has been properly plugged into a 3 prong grounded outlet, and that the receptacle is in good working order.
3. If using an extension cord, be sure it is a 3 prong grounded type of at least 16 Ga. materials.
4. Adjust the leg levers and lock into position. Open coin door and reach up inside the front wall to unlock the game playfield. There are two clamps, one at each top front corner. When these locks are disengaged, carefully lift the playfield (it is heavy) and put the support rod (hanging on the right underside of the playfield) into the receiver block on the inside wall of the cabinet.



LOCKING CLAMPS



## TESTING

Adjust the tilt bob to the desired sensitivity up/down and center it in the bottom bracket opening.



Lower the playfield back into playing position. If you choose to not relock the playfield at this time, DON'T FORGET TO DO SO later!!

1. Verify that the game is set up for proper voltage, and the power to the game is on.
2. Insert coins at least ten times into each coin mech to assure proper operation. An audible sound should be heard each time a coin is dropped.
3. Check the coin counter (located inside the coin door) and check for proper operation.
4. Run tickets through the ticket dispenser by playing games. Check that tickets do not get stuck behind ticket louver.
5. Check each ticket counter for proper operation.
6. Check to see that the proper amount of tickets are dispensed based on the target hits and options selected..
7. Check that all door locks work smoothly.
8. Check game volume during busy time at location to set it at the proper level.

**IF YOU HAVE ANY QUESTIONS OR COMMENTS REGARDING INSTALLATION OR PROPER FUNCTION OF THE GAME, PLEASE CALL OUR SERVICE DEPARTMENT AT 1-716-759-0360**

# PROGRAMMING

## PROGRAMMING

This section will give you a detailed explanation of the functions and operating characteristics of each of the programming buttons. Please read this section carefully to avoid problems with your game.

NOTE: THE PROGRAMMING BUTTONS SHOWN BELOW, ARE LOCATED ON THE TOP OF THE CASH BOX.



### PROGRAMMING BUTTON

This button is used to enter the "Programming" mode. It is located on the top of the cash box, inside the coin door. Press this button once to enter the programming mode.

Once in this mode you can push the Option or Select Button to make adjustments to the game.

To exit the programming mode and return to game play, push this button once again.

### OPTION BUTTON

This button is used to advance through all of the various programming option modes. Each push of this button, will move you to the next programmable option. The option number is displayed on the large "HOME RUN BONUS" display in the back glass.

### SELECT BUTTON

Each push of this button will advance you to the next available "value" for a particular programmable option. The value for the Select Button is shown on the smaller

"TICKETS" display located on the left side of the back glass.

## OPTION MODES

Please read the setting information carefully BEFORE making any adjustments. Failure to set options properly can yield unexpected results.

PLEASE NOTE: THE VALUES PRE-SET AT THE FACTORY HAVE BEEN FOUND TO WORK BEST FOR MOST LOCATIONS.

### OPTION 0 (VOLUME)

The number set in this mode controls the relative volume of sound. "9" equals the minimum, "0" equals the maximum. As this button is pushed, a sound is played to make it easier to determine where the volume should be set. The default for this mode is "2".

### OPTION 1 (COINS PER CREDIT)

The number set in this mode, is the number of coins necessary (1 – 9) to earn 1 credit, and play 1 game. The default for this mode is "1".

### OPTION 2 (TICKET TABLE)

There are four tables to this mode. The table selected will award the designated number of tickets for each type of hit (suggested play price):

Table #	Single	Double	Triple
0 (.25 play)	2	4	6
1 (.50)	4	6	8
2 (.75)	6	8	10
3 (.25)	1	2	3

The default value in this mode is #0.

### OPTION 3 (HOME RUN BONUS VALUE)

The minimum setting for this mode is 25. The setting increases by a value of 25 each time the button is pressed,

# PROGRAMMING / MAINTENANCE

to a maximum of 250. Factory default for this setting is 100. This setting value is automatically doubled for "Grand Slam Bonus".

## OPTION 4 (MERCY TICKETS)

The value shown is the number of tickets awarded to a player for striking out three times in one game, not scoring any runs, or getting any hits. Minimum value for this setting is zero (0), maximum is nine (9). Factory default is one (1).

## OPTION 5 (ATTRACT AUDIO)

This enables the game to cycle a randomly selected sound call if the game is not being played. This option is either set "ON" (0) or "OFF" (1). Factory default for this setting is zero (0).

## OPTIONS 6 & 7 (PITCH SPEED)

The game will randomly select from these two tables to determine what speed the "pitcher" will use. Minimum value for these settings is five (5) and maximum is thirty (30). Factory default values for both of these settings are five (5).

**NOTE: Setting options 6 and 7 the same will keep all pitches at the same speed.**

## OPTION 8 (RUN BATTED IN AWARD)

Scoring a run will finish the game, enable the player to collect his accumulated "hit tickets" and award a "Run Batted In" ticket award. Minimum setting for this mode is zero (0), and maximum is twenty (20). Default setting is two (2).

## OPTION 9 (TICKET AWARD FOR RUNS SCORED AT END OF GAME)

This option controls the tickets awarded for the end of game scoring. The zero (0) setting will award the value of OPTION 8 **only** at the end of game. The one (1) setting will award the value of OPTION 8 times the number of

runners batted in (runs scored) at the end of game. Factory default for this setting is zero (0).

## OPTION 10 (FACTORY OPTIONS RESET)

This option is automatically set to zero (0). Setting this option to one (1), and immediately exiting these menus, will reset all variables to their factory settings. Exiting these menus with the value set to zero (0) will not affect any of the manually selected variables.

## GENERAL MAINTENANCE

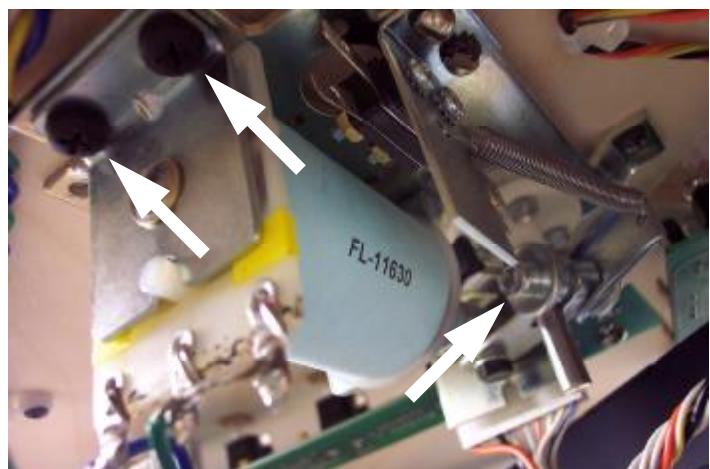
This game has been designed for an absolute minimum amount of maintenance.

When the time comes to replace a bulb, you will notice that 2 or 3 bulbs have burned out within a couple of weeks time from each other. At this point, it is advisable to change all of the bulbs. The bulbs are a very simple push in type, very easy to change, and very inexpensive. Changing all of the bulbs at once, will save you work in the long run, and keep the game looking good.

Should a target need to be replaced, it can be detached from the playfield by unscrewing the two attaching screws and disconnecting the harness plug. Reversing the plug when reattaching will cause the target to fail.

Replacing the "bat" coil is done by unscrewing the two coil stop bracket screws. Remove the coil from the assembly. If the coil overheated, the nylon sleeve inside the coil should also be replaced.

If the "bat" on the playfield is out of alignment, loosen the shaft clamp on the bottom of the assembly. Rotate the bat/shaft assembly to the desired location and re-tighten. DO NOT OVER TIGHTEN. If the clamp bottoms out to itself, it will lose its gripping power and need to be replaced.

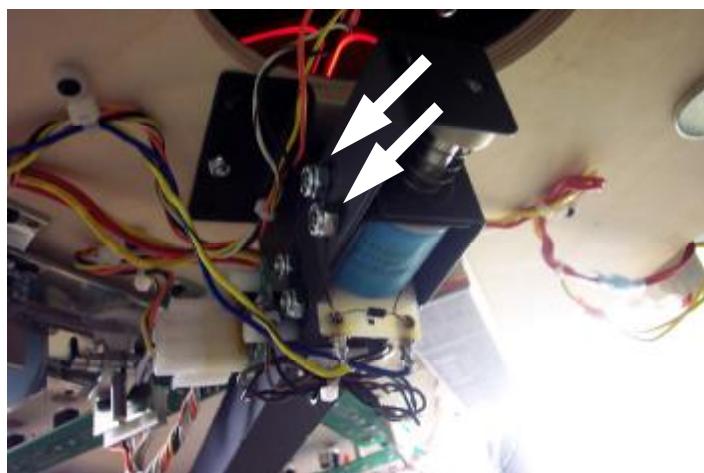


# MAINTENANCE

If the "bat" needs to be replaced, loosen the screw at the top of the bat shaft. Remove and replace bat. Use lock-tite when replacing the top screw!



Replacing the "pitch" coil is done by unscrewing the two plunger stop Nylock nuts. Remove the bracket, plunger and spring. The opto PC boards must also be removed to access the Nylock nuts retaining the coil. Remove and replace the coil from the assembly. If the coil overheated, the nylon sleeve inside the coil should also be replaced.



## CLEANING

Regular cleaning of the game will keep it looking new, and greatly enhance its appeal.

Clean the cabinetry with a good cleaner such as Fantastik or 409. A mild soapy solution can also be used.

**NOTE: DO NOT USE ALCOHOL, THINNERS OF ANY KIND, OR PINBALL PLAYFIELD CLEANERS ON ANY OF THE CABINET SURFACES, ESPECIALLY THE DECALS.**

# QUICK TROUBLESHOOTING

PROBLEM	PROBABLE CAUSE	SOLUTION
NO GAME POWER	ON-OFF SWITCH ON GAME TURNED OFF A.C. POWER FUSE BLOWN GAME NOT PLUGGED IN OR CORD DAMAGED BAD TRANSFORMER TRANSFORMER HARNESS NOT CONNECTED BAD POWER MODULE	TURN POWER ON REPLACE WITH PROPER FUSE CHECK POWER CORD CHECK FOR PROPER VOLTAGES CHECK HARNESS REPLACE POWER MODULE
GAME WILL NOT TAKE MONEY OR GIVE CREDITS CORRECTLY.	BAD COIN SWITCH COINS PER CREDIT SETTING INCORRECT BAD COIN MECHANISM LOOSE OR DAMAGED HARNESSING BAD MAIN P.C. BOARD BAD 5 VOLT POWER SUPPLY FUSE	CHECK W/METER OR REPLACE CHECK PROGRAMMABLE SETTING ADJUST OR REPLACE CHECK W/METER AND REPAIR REPAIR OR REPLACE MAIN BOARD CHECK AND REPLACE FUSE
TICKETS DO NOT DISPENSE OR DISPENSE INCORRECTLY	TICKET RESET BUTTON NOT PUSHED TICKET DISPENSER OPTICAL SENSOR DIRTY TICKET DISPENSER HARNESSING BAD TICKET DISPENSER BAD BAD MAIN P.C. POWER BOARD BAD 5 VOLT POWER SUPPLY FUSE	PRESS RESET BUTTON CLEAN OPTICAL SENSOR CHECK W/METER AND REPAIR REPLACE DISPENSER REPLACE MAIN P.C. BOARD CHECK AND REPLACE FUSE
BASE / TARGET LIGHT BULBS DO NOT LIGHT	BAD LIGHT BULB(S) BAD LIGHT P.C. BOARD BAD INTERCONNECT HARNESSING BAD MAIN P.C. BOARD LIGHT POWER SUPPLY FUSE BAD BAD 5 VOLT POWER SUPPLY FUSE	REPLACE LIGHT BULB(S) REPLACE LIGHT P.C. BOARD CHECK W/METER AND REPAIR REPAIR OR REPLACE P.C. BOARD CHECK AND REPLACE FUSE CHECK AND REPLACE FUSE
SCORE DISPLAYS DO NOT WORK	BAD 12 VOLT STATION FUSE BAD 5 VOLT POWER SUPPLY FUSE BAD SCORE DISPLAY P.C. BOARD BAD MAIN P.C. BOARD BAD SCORE DISPLAY HARNESSING	CHECK AND REPLACE FUSE CHECK AND REPLACE FUSE REPAIR OR REPLACE P.C. BOARD REPAIR OR REPLACE P.C. BOARD CHECK W/METER AND REPAIR
"GRAND SLAM BONUS" OR "HERE COMES THE PITCH" DO NOT LIGHT	BAD LIGHT BULB(S) BAD LIGHT P.C. BOARD BAD INTERCONNECT HARNESSING BAD MAIN P.C. BOARD LIGHT POWER SUPPLY FUSE BAD BAD 5 VOLT POWER SUPPLY FUSE	REPLACE LIGHT BULB(S) REPLACE LIGHT P.C. BOARD CHECK W/METER AND REPAIR REPAIR OR REPLACE P.C. BOARD CHECK AND REPLACE FUSE CHECK AND REPLACE FUSE
LOW / NO TICKET INDICATOR LED DOES NOT WORK	BAD INDICATOR L.E.D. L.E.D. INSTALLED BACKWARDS STATION HARNESSING BAD TICKET MICRO SWITCH BAD MAIN P.C. BOARD BAD	REPLACE L.E.D. REVERSE L.E.D. CHECK W/METER AND REPAIR REPLACE MICRO SWITCH REPAIR OR REPLACE P.C. BOARD
SWING BUTTON DOES NOT OP- ERATE BAT	BAD BUTTON SWITCH BAD BAT COIL BAD HARNESSING BAD MAIN P.C. BOARD	REPLACE SWITCH REPLACE COIL/SLEVE CHECK W/METER AND REPAIR REPAIR OR REPLACE P.C. BOARD
BALL DOES NOT GET PITCHED	BAD PITCH COIL BAD HARNESSING BAD MAIN P.C. BOARD GAME MISSING BALL	REPLACE COIL/SLEVE CHECK W/METER AND REPAIR REPAIR OR REPLACE P.C. BOARD REPLACE BALL

# PARTS LISTING

## MECHANICAL PARTS

WA5001	COIN DOOR
FP1019S	LEVELER FOOT
LD3009	BAT (PLAYFIELD)
LD3015	BALL (1" NYLON)
LD3061	BAT (LEFT)
LD3062	BAT (RIGHT)
LD3127	GLASS (PLAYFIELD)
MZ2005	BUTTON (4" ROUND, WHITE)

## ELECTRONIC PARTS

8284	BALLAST
8312	BULB (PL-L 40 W FLUORESCENT)
8395	BULB (#192 WEDGE)
AR2007	SPEAKER (6 X 9)
CG2027	POWER CORD
BW2017	BULB PLASTIC CLIP
BW2018	BULB PLASTIC SUPPORT
HH5005	TICKET DISPENSER
LD2008X	BAT SOLENOID ASSEMBLY
LD2009X	PITCH SOLENOID ASSEMBLY
LD2032X	PCBA (DISPLAY)
LD2034X	PCBA (MAIN)
WS2032X	PCBA (DISPLAY)

## GRAPHICS & DECALS

LD7004	DECAL (BUTTON SWING)
LD7008	DECAL (INSTRUCTIONS)
LD7010	DECAL (PODIUM FRONT)
LD7013	DECAL (PLAYFIELD SET)
LD7014	DECAL (BACKWALL FENCE)
LD7015	DECAL (KICK PLATE)
LD7019	CROWD SCORE
LD7023	DECAL (SCORE SYSTEM A)
LD7024	DECAL (SCORE SYSTEM B)
LD7025	DECAL (SCORE SYSTEM C)
LD7026	DECAL (SCORE SYSTEM D)
LD7027	MARQUEE
LD7035	DECAL (BALL EJECTOR)
LD7036	DECAL (HERE'S THE PITCH)
LD9101	SERVICE MANUAL

# Warranty

I.C.E warrants all components in the **LINE DRIVE™** game to be free of defects in materials and workmanship for a period of ninety days from the date of purchase.

This warranty does not cover items damaged due to normal wear and tear, subjected to abuse, improperly assembled by the end user, modified, repaired, or operated in a fashion other than that described in the service manual.

If your **LINE DRIVE™** game fails to conform to the above-mentioned warranty, I.C.E.'s sole responsibility shall be at its option to repair or replace any defective component with a new or remanufactured component of equal to or greater O.E.M. specification.

I.C.E. will assume no liability whatsoever, for costs associated with labor to replace defective parts, or travel time associated therein.

I.C.E.'s obligation will be to ship free of charge, replacement parts by U.P.S. Ground, U.S. mail, or other comparable shipping means. Any express mail or overnight shipping expense is at the cost of the purchaser.

Products will be covered under warranty only when:

- The serial number of the game with the defective parts is given.
- The serial number of the defective part, if applicable, is given.
- Defective parts are returned to I.C.E., shipping pre-paid, in a timely fashion, if requested by I.C.E.
- A copy of the sales receipt is available as proof of purchase upon request of I.C.E.

I.C.E. distributors are independent, privately owned and operated. In their judgment, they may sell parts or accessories other than those manufactured by I.C.E. We cannot be responsible for the quality, suitability, or safety of any non-I.C.E. part, or any modification, including labor, which is performed by such a distributor.



# WARRANTY

ICE Inc warrants that all of its products will be free from defects in material and workmanship.

When placing a warranty request, please be prepared to provide the following information:

- Serial Number of Game or Bill of Sale
- Machine Type
- A Detailed Description of the Equipment Fault Symptoms

ICE product, including Cromptons, Sam's Billiards, Uniana and Bell Fruit is warranted as follows:

- 180 days on the Main PCB and Computers
- 90 days on all other components (i.e. DBV's, Ticket Dispensers, etc)
- 30 days on repaired items
- 3 years on all Crane Harnessing
- 9 Months on Printers

ICE Inc shall not be obligated to furnish a warranty request under the following conditions:

- Equipment has been subjected to unwarranted stress through abuse or neglect
- Equipment has been damaged as a result of arbitrary repair/modification attempts
- Equipment that has failed through normal wear and tear

ICE Inc will assume no liability whatsoever for costs associated with labor to replace defective parts or travel time associated therein.

All defective warranty covered components will be replaced with new or factory refurbished components equal to OEM specifications. ICE Inc will cover all UPS ground, or comparable shipping means, freight costs during the warranty period. Expedited shipments are available for an additional charge.

Defective parts are returned to ICE Inc, at the customer's expense, in a timely fashion.

ICE distributors are independent, privately owned and operated. In their judgment, they may sell parts and/or accessories other than those manufactured by ICE Inc. We cannot be responsible for the quality, suitability or safety of any non-ICE part, modification (including labor) that is performed by such a distributor.

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Clarence, NY 14031  
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